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The AVALON HILL

GENERAL

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The AVALON HILL GENERAL

... a losing venture published bi-monthly, pretty close to the first day of January, March, May, July, September and November.

The General is edited and published by The Avalon Hill Company almost solely for the cultural edification of adult gaming. (It also helps to sell Avalon Hill products, too!)

Articles from subscribers are considered for publication on a gratis contributory basis. Such articles must be typewritten and not exceed 700 words. Examples and diagrams that accompany such articles must be drawn in black ink, ready for reproduction. No notice can be given regarding acceptance of articles for publication.

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COVER STORY: *Cubist Generation*

The rather incongruous cover pix, Rojer de La Fresnaye's "The Conquest of the Air," (with embellishment) serves to introduce the following editorial on a delicate subject matter. Due to recent militant (to put it mildly) events that have occurred across our nation, indeed the whole world, we have been the recipients of a steadily increasing flow of anti-war letters. Typical are the following comments from various educators, peaceniks, and people who are sincerely concerned regarding man's propensity toward aggression:

"Have you (Avalon Hill) thought you might be doing a disservice to the youth of this country with your new series - the war game? Isn't it possible that this country is far too militaristic already without teaching this distasteful subject in school.

"Teachers I have talked to are shocked at your new concept in design - the war game, because none of them consider war as a game - but rather a shame."

"You may be well intentioned editors but your games are unacceptable to decent people everywhere."

What does all this have to do with "Cubist Generation," you now ask. Simply this. We think these idealists, for all their good intentions are squares. And their idealistic philosophies are as unrealistic as the cubist's approach to life. To prove this latter point, we answered each and every one of these correspondents with words very similar to those of a former Marine, Dime-trios J. Govostes... "Perhaps many

(continued on page 3)

The Avalon Hill Philosophy- Part 10

Around 300 wargamers were involved in the play-testing of 1914 conducted by research director, James F. Dunnigan. On the "Consumer Test Panel Release Forms" returned by each play-test leader, the major question asked was: "Name the three Avalon Hill games you play the most and why?" This article will be based on the answers given to this question.

Battle of the Bulge was far out in front, being listed by over 60% of all play-test leaders. Stalingrad was second with 40%. Blitzkrieg, Afrika Korps, and Guadalcanal ran a tight race with about 30% each. Other games listed were Jutland (23%), Waterloo (23%). D-Day (21%), Midway (19%), and Gettysburg (8%). It is interesting that not one non-war game was among the ten most-played games. It is also of interest to note that the list of games most-played pretty well parallels one of favorite games as determined by previous surveys of this nature, although there are some differences.

So, what are the reasons for wargamers playing certain games more than others? The obvious one of course, is that they enjoy certain games more than others, but there are other reasons, as evidenced by some of the following replies:

Reasons for playing Bulge most often:

Mark Kaplan: "Bulge is a game which offers realism, playability, and the intricacies of terrain."

John Jefferies: "Popular choice of my opponents."

Gary Bedrosian: "I can find a face-to-face opponent easily."

Larry Dingle: "Because everyone owns it."

David Williams: "It's popularity with other people often forces me to play it to find an opponent. I'm not so crazy about Bulge, though."

Lee Henderson: "Variability, uniqueness. Bulge is more or less a tactical and not a strategical game."

Reasons for playing Stalingrad most often:

Mark Kaplan: "Although lacking in realism, Stalingrad contains a high degree of playability, and play always moves along at a smooth rate."

Joseph Angiolillo: "The use of mathematics to win is easily applied tactically."

David Jacox: "The thought of attaining the goals the German General Staff failed to attain is very stimulating."

Richard Dalton: "That's all the guys around here play!"

Bruce Sullivan: "I play variants of Stalingrad because I am an Eastern Front nut."

Reasons for playing Blitzkrieg most often:

David Ball: "Because this game can be played with many variations."

Perry Ball: "Includes almost all tactical situations."

Mark Kaplan: "Blitzkrieg is an enjoyable game because it allows one to develop skill in managing various branches of a nation's military forces."

Albert Boone: "Play balance."

Edi Birsan: "Has the most variables."

Reasons for playing various other games most often:

Kenneth Hoffman on Afrika Korps: "There is no perfect plan. It's a fast-moving game. Fascinating real-life campaign. Unusual terrain. Mobility, surprise."

Gordon Sorensen on Afrika Korps: "Simplest game to play and learn, therefore excellent for teaching novices."

Edward Weeks on Midway: "Offers a change from land battles and lets air power play a role."

Jerry Powell on Midway: "It is fast-moving, exciting, and provides many opportunities for bluffing."

Edi Birsan on Midway: "Easy to set up, especially in school."

Kenneth Hoffman on Waterloo: "A classic battle. Pure strategy/tactics with few other considerations, though this is not always best. A welcome change. Best place to test wargaming theories. A simple game, but a challenge to both sides."

Larry Dingle on Waterloo: "It is a good multiple commander game."

Tommy Flowers on D-Day: "Presents a very difficult initial set-up, and entire strategic defense problem."

Larry Dingle on D-Day: "I like a sure win as Allies in D-Day '65."

Perry Ball on Guadalcanal: "Because it has my father's own military unit in it. (A little family loyalty.)"

Bruce Ogden on Gettysburg: "It is an enjoyable break from the other games, requires less mind work."

Kenneth Hoffman on Bismarck: "Combines in the best manner yet, absolute historical accuracy with excellent playability. Should be a model for all AH games."

Sidney Driver on Jutland: "The new concept of playing without a battle board and the realistic rules and actual individual ship control are what makes this game high on my list."

In conclusion, it seems the thing most important to AH wargamers is variety. Many of the reasons given for playing certain games most often were simply brief descriptions of the games, themselves. But we can see

1914—2nd Edition

Rule Clarifications

1914 sold out its initial run in one month... a new record for Avalon Hill. (Of course, we only printed 126 copies.) Unfortunately, for those of you who completely ignored our message in the Mar-April issue that we were obligated to supply our outlets first before processing direct mail orders, many subscribers had to wait over 6 to 8 weeks for their copy when ordered directly from us. Now that we are in our 2nd run, the following rule clarifications, are being incorporated into the game components and should be noted by all who are currently playing the first edition.

CLARIFICATIONS

ENTRY OF ALLIES INTO BELGIUM—The Allied may not cross the Belgian border until two moves after the Germans either destroy the Liege forts or cross the Meuse south of Liege. Therefore, if the Germans destroyed the Liege forts on move two the Allies could not enter Belgium until move four.

RIVERS & ROUGH TERRAIN—Effect on Movement for Rivers & Effect on Combat for Rivers, Rough Terrain and/or Forests may be left out of the Introductory, Standard and Advanced Games.

This is advisable when the players are of equal ability or when the Allied player is the more experienced.

DELETE—The first two paragraphs under "1914 Combat Results Table" on the front of the Combat Results Table are to be removed. They no longer apply. The first paragraph begins with "Units may..." and ends with "...stand fast." The second paragraph begins with "Defending units..." and ends with "...one attack."

The first rule change reflects a change needed to correct an incorrectly worded rule in the first edition. The second change is, as stated, optional and is designed to speed the game up for those who want it. The third change reflects the deletion of a marginal rule which, further playtesting has shown, shouldn't have been included in the first place. These two changes will appear on the CRT and the Introductory Game card and will soon be available from Avalon Hill. Other typographical errors are also being corrected.

COVER STORY

think your games childish and ridiculous. I don't, nor do many of my friends in the Marine Corps and other services. High ranking officers have enjoyed them for their very pureness; the idea of being able to use their professional knowledge has allowed them to take these games to heart...I feel your games have offered many servicemen the dream of command without the responsibility of human lives."

Typical of the replies to this gambit were:

"Your suggestion that war games are a kind of therapy is a nice point but it assumes an innate desire to kill which you claim (falsely) is the nature of the beast."

"Your philosophy of human nature is on very shaky grounds which can be disproved, as has been done, by anthropologists who have found societies

existing quite nicely without the necessity of war."

"No matter by what name you call it, products such as yours must have an influence in engendering an increased militant attitude with the young generation of students."

We can, of course, dispute some of the above "answers." For instance, in searching thru history we're darned if we can find a time when there wasn't at least one nation warring against another. However, we think our rebuttal to all this was best said recently by Thomas Webster, Plainwell, Michigan, whose letter was originally meant as a response to Sgt. Donald Squire's Vol. 5, No. 1 Letter to the Editor" to wit:

"All of us are living in an obviously nuclear age; an age in which we can quite quickly and easily be eliminated. There is no glory in that. Neither is there glory in being part of any army in a world which maintains itself on a constant wartime basis in a cold war which threatens destruction and has already destroyed peace by its mere existence. The army's work is necessary, hard and not at all glorious. There is no room in our contemporary world for a Hitler, Napoleon, or Caesar. Such a man would destroy the world and himself with it.

Are then all such men dead and gone? No. They are playing Avalon Hill games. They are attempting to rediscover the glory of Imperial Rome, Napoleon's France, and the Third Reich, using

colored cardboard counters and colorful, functional mapboards, and not by using guns and terror. They are leading "hordes" of officers of wargame clubs to victories resulting in nothing more than honorable overlordship of various "territories" which are just as quickly lost again to other game winning teams. The lives of millions of men are not at stake. In a world where victories are few in every aspect of life, not just on the battlefield, an Avalon Hill Company is necessary. The frustration which could not be released by playing wargames (claiming victory to all readers of O. W. ads and articles containing perfect plays from experience) might be released in the streets. If Avalon Hill had existed 50 years ago Stalin might have challenged Hitler to a paper battle for Europe instead of the carnage that was World War II."

And so the great debate continues. It is our educated belief that the opinions of the "anti's" are based on an incorrect premise: they feel that aggressiveness is a learned characteristic, thus Avalon Hill should be reproved for making available the tools of this learning.

We think otherwise. We believe that man's aggressiveness is not a learned characteristic but an inborn one. To illustrate, no one yet has ever been able to teach a ballplayer to become a great hitter. He had to have the natural ability, or instinct, from the start. Lawyers, doctors, cubists are born—not made.

We rest our case.

Philosophy

that some games are played because they are extremely complex (Blitzkrieg), others because they are simpler (Afrika Korps), and still others because they provide a change of pace. Some wargamers play a game because it is balanced, and others a certain game because it presents a special challenge to one particular side (Germans in Stalingrad).

We, here at Avalon Hill, have made every effort to produce war games that appeal to every type of wargamer.

Wargamers' Clinic

Exercise #3

M. R. Brundage, Editor
with
M. J. Frankwicz
M. Kohn



"Clinic Deluged in Mail"

Due to the wealth of letters received on the D-Day situation; the clinic had decided to hold off the analysis of Exercise #2 till the next issue where it can devote more space to presenting the arguments of both sides and their reasons for their points of view. Since there seems to be a case for Allies & Germans, depending on whose side you debated. The Clinic, in turn, at that time will, after all the analysis, present a summation of their own. We expect to have a few surprises for both sides at that time.

"Exercise #3"

In the meantime let's cut some teeth on Exercise #3 from A.H.'s latest game 1914 which is just out.

This situation, or plan of attack comes from Mr. Ray Johnson of Lake Zurich, Illinois. Mr. Johnson is a friend of the editor. He calls it: Plan "Otto."

*Clinic Note: We will first present the set-ups German and then the Allied. The Allied set-up which was placed against Plan "Otto" comes from Mr. Tim Palmer of Arlington Heights, Illinois. Remember, Allied player was unaware at set-up time of German plans. What we (The Clinic) expect from you is an evaluation of both sides, of 1). What you think of Plan "Otto". 2). Can Allies stop it. 3). Is Mr. Palmer's set-up adequate to stop "Otto." We'd also like to see your plans, Defenses, etc. Kindly send them on a Mobilization Chart sheet with your name, address, etc. under the title of the sheet in the left hand corner. In a future issue the Clinic will match outstanding plans and defenses for you the reader to test out.

German Set-up

No.	Code	Co-ordinate
2	0's	GG-13
2	5's	
1	305/	II-15
2	7's	

1	420/	HH-15	1	4	Namur
2	7's	HH-16	1	1	
2	7's		2	8's	DD-15
1	305/	HH-17	2	8's	EE-14
2	7's		1	8	
2	0's	HH-18	1	0	Brussels
2	5's	II-18	1	8	Ghent
2	0's	II-19			
3	7's				
1	5	II-20			
1	7				
1	5				
1	305/	HH-24	1	6	LL-40
2	7's		1	0	Belfort
1	305/	HH-25	1	6	
1	3	Metz	1	x	JJ-39
2	5's	II-27	1	6	
2	5's	JJ-28	1	0	II-38
2	7's		1	6	HH-37
1	x	KK-29	1	6	HH-36
1	7		1	9	HH-35
1	5	LL-30	1	6	HH-34
2	5's		1	9	HH-33
1	x	MM-31	1	0	
2	0's	NN-32	1	2	HH-32
1	3	Strasbourg	1	6	
1	0	NN-33	1	0	HH-31
1	2	NN-34	1	9	HH-30
1	2	NN-35	1	6	HH-29
1	2	NN-36	1	x	
1	2	NN-37	1	x	HH-28
1	5		1	1	GG-28
1	4	NN-38	1	2	Toul
1	x		1	6	
2	5's		1	0	EE-26
1	x	NN-39	1	6	EE-25
2	0's	OO-39	1	6	
1	Marines	PP-39	1	0	EE-24
			1	6	Verdun
			1	9	
	Allied Set-up		1	x	DD-22
	Holland Army		1	6	
			1	x	BB-20
No.	Code	Co-ordinate	1	0	
1	1	DD-8	1	2	Z-19
2	4's	FF-10	1	9	Y-18
1	2		1	0	X-17
2	4's	GG-11	1	9	
1	2		1	0	W-15
			1	6	Maubeuge
			1	6	U-12
			1	9	T-11
			1	6	
		Belgian Army	1	0	T-10
		Liege	1		
			1		

PLAN "OTTO"

by
Ray Johnson

*Editor's Note: Being a friend and opponent of Mr. Johnson I know him to be an excellent wargamer. His Plan "Otto" though virtually new and untried is well conceived in my opinion. We leave it to you the reader to decide how well. Plan "Otto" is an Advanced Game version of 1914. MS(mobilization square) A(Army) C(Corps) R(Reserve)

Eastern Front IX, X, XI Armies with the 13, 14, 15, 16, 17, 18, 19, 20, 21st Corps--3rd Fort Corps--2, 3, 4th Landwehr Corps; plus 1, 2-4-2 & 1, 2-2-2. Total 110 points.

Western Front

I Army Pr. Gds. Corps 1st C
Pr. Gds. R. Corps 2nd C

1st R C 402 Mortar
2nd R C

IA will mobilize near MS 6 & reduce Liege, then operate on Axis Brussels-Lille-Amiens with objective to clear all north of Somme, then move on Paris.

II Army 3C 5C 3RC 305 Mortar
4C 6C 4RC

IIA will mobilize near MS 9 and move on and reduce Namur, then operate on Axis Maubeuge-La Fere-Rheims.

III Army 7C 9C 6RC
8C 5RC 7RC

IIIA will mobilize MS 19 and initially operate SE Nancy, but it is envisioned that it will move by rail on 2nd or 3rd turn depending on French mobilization to Liege and be used in reducing Belgian Army and take Antwerp; then operate on line Ypres-Boulogne, reducing all French Strongholds north of the Somme. It will take over I Army 402 Mort. after reduction of Lille.

IV Army 10C 12C
11C 8RC

IVA will mobilize opposite Luxembourg and move through Ardennes towards Maubeuge and assist IIA in reducing it; the operate on Axis Rethel-Rheims.

V Army 1st Bav. Corps 3rd BC
2nd Bav. Corps 1 RBC

305 Howitzer

VA will mobilize north of Metz and reduce Longwy, then operate on either Verdun or Toul.

Belgium—When?

by 2nd Lt. Carl F. Knabe II



That's Lt. Carl F. Knabe II getting back into his T-38: he just remembered to move the German 14th Corps in a "1914" game he's got set up under the cockpit.

VI Army 9RC 11RC
10RC 12RC

1 Fort Corps(Metz)

VIA will mobilize vicinity Metz and operate against Toul and Nancy. It will relieve IIIA when it departs. Mission essentially defensive.

VII Army 13RC 15RC
14RC 16RC

1 Landwehr Corps

VIIA will mobilize vicinity of MS 22 and operate defensively or offensively toward Epinal. It will help relieve IIIA.

VIII Army 4-(2's) & 4-(1's) plus 2nd Fort Corps (Strasbourg). Will defend north of Swiss border & threaten Belfort.

Will defend north of Swiss border & threaten Belfort.

1 Cav. Army 1 Cav. C 3 Cav. C
2 Cav. C 4 Cav. C

It will mobilize near MS 12 and operate through Ardennes, screening flank of IVA and attempt to break out near Maubeuge to French rear.

Myron Brundage
2437 W. Sunnyside
Chicago, Illinois 60625

The main advantage the German has in 1914 is numbers. Yet how to bring them to bear with a combat results table that gives so little advantage to superior numbers? The answer is suggested by actual history. If you have 10 steps and your opponent has 8, you and he are nearly equal in strength. But if you exchange 7 steps evenly with him, then you out number him 3 to 1. ATTRITION!

When should the German invade Belgium? Around the third turn. This gives the German valuable advantage at a minimum of cost. In order to achieve this the German is giving up a little time and allowing the French to move onto their border squares with Belgium as opposed to having to start one square removed. On the other hand:

The German should arrange his starting units with about 3/4 south of Belgium and 1/4 abreast of it (later more forces may be transferred north as they are needed after the Belgium invasion begins to roll) with four of the ten German cavalry units with the Belgium force and four more with the Ardennes force, where cavalry are very useful.

The Germans in the south should use the first three turns to conduct an attack along as much of the French line as possible with the idea in mind of achieving an equal exchange with the French player. Remember, attrition favors the German player! This attack will force the French to tie down their reserves defending their southern line and help achieve a more favorable balance of forces. This attack should be all-out and vicious.

In the north the German uses the two turns (it will take at least this long) to mass along the borders of Belgium and Luxembourg. Especially being sure to place four cavalry units on square FF14. These units can then fan out behind Liege in order to gain as much ground as possible on the first turn of the invasion.

This tactic of late (turn 3) invasion ensures the German of as much benefit as possible from his Belgium attack and delays entrance of the British Expeditionary Force for as long as possible. Comments anyone?

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THE BOOM IN WAR GAMES

Profile of a Wargaming Club

Lately, the greatest expansion to the war-game cult has been in the area of "Clubs." Club growth can best be typified in the profile of Boldlands. Here is the Boldlands (nee Red Lions) story as told by their Defense Minister Bill Stone.

Boldland was formed as Red Lions on August 1, 1966. Since that time it has risen to be one of the largest and most powerful clubs in existence. The club's original policy, as outlined by myself and Steve Marin, was to destroy the menace that hung over the wargaming world at the time of RL's founding -- Aggressor.

Since that time, the club has grown immensely and a new objective was inserted in our philosophy in the summer of 1967 -- the union of all wargamers into a neutral body for the advancement of wargaming. With this in mind, the Department of Defense has been very selective concerning the clubs that we fight. This is necessary so that we will have no major enemies when we go neutral.

However, our task is becoming increasingly difficult. Now that Aggressor has been dethroned from its seat at the top of the heap, more and more clubs are beginning to consider Boldland the meance to wargaming that Aggressor once was.

Although the 'international' situation has taken a turn for the worse, the internal situation is good and continues to grow even better.

Until we go neutral, Boldland is headed by the Defense Minister. Under him is the General Staff and the various Services: Army, Navy, Air Force, Reserves, Marines, and Guards. The first three are our main battle forces. The fourth is a training group for relatively inexperienced wargamers before they are commissioned and placed in a regular service. The Marines are our best players who take on the toughest opponents. The Guards are used to aid our allies who need help and to take on other tasks.

We are geographically divided into Regions and sub-divided into Districts. Our 85-plus members are scattered from England to Hawaii, from Canada



to the Gulf Coast. Although we are mostly made up of high school students, we include some junior high students, a fair chunk of college students, and a handful of adults, including an attorney, teachers, a USAF airman, an accountant, a career Navy Master Chief, and others. Also, we are glad to have a United States Military Academy cadet.

Boldland prints *The Courier*, our official news magazine which carries wargaming news and articles on playing, and a Diplomacy magazine.

We have a number of Diplomacy and Confrontation players who sponsor those games, and we have a large number of game inventors whose work is reviewed and sometimes produced, such as Bruce Kindig's game *The Guns of August*. We sell professionally printed hex sheets at a low cost, cheap mimeographed sheets, unit counters, and booklets on strategy for individual games.

Besides inter-club campaigns, there are a number of club tournaments sponsored by DoD and Service GHQs. Members who want still more opponents can rely on our matching service to find them someone to play.

The ranking system advances each member according to his activities and so forth. It is possible to advance in rank very rapidly, and there are still some command posts open for hard workers.

Readers genuinely interested in more complete details regarding the operation of a wargame club should contact Bill at Box 547, Fredericksburg, Virginia 22401.

*A New Image
for Wargaming*

by: Lee Matthews

I'm sure many of you have discovered that wargaming carries a bad connotation for most of the uninitiated public. Recently, a friend and I created a game, based on Avalon Hill concepts, in which we fought a war between two fictional countries in much the same scale as it was fought in the 1800's. We had eliminated the use of cardboard pieces and used, instead, grease-pencils on a plastic covering; making this game very portable.

Being extremely enthused we played this game between classes and during lunch, etc., and judging by the remarks made by passing students it is acceptable to play these games only in locked padded cells. They accused us of being "warmongers", "fanatics", or "Fascists"; one educator went as far as saying that it was because of people such as we that the world was in the state it is today; that we were the "destroyers of civilization."

Something is definitely wrong when one cannot play a game of strategy and tactics without being branded in such a manner. We, as serious players of war games, should do something in the public relations field to change this public outlook. There are a number of ways of doing this.

The first, most easy way, is to get a writeup in your local newspaper. This has been successful, as residents of the San Diego area can attest (Evening Tribune, March 30 '68, p. A9). The papers are usually quite interested in a hobby such as this; it makes a good article for the youth, hobby, or family section.

The second way of getting wargaming "accepted" is by using the facilities of your local television station. They will undoubtedly do a short film clip for their news department on an "International Tournament". The television side of the propaganda must be undertaken by the larger clubs who have the capabilities of organization, such as the Pacific Northwest Games Association, to name just one.

If one serious wargamer out of ten could make the public aware of this hobby we would be that much closer to raising the level of wargaming to that of chess. With a little luck, it could become a national pastime!!!

Lee Matthews
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On Strategic Defense—Part II

Soviet Strategic Weapons Systems

The Soviet Armed Forces have developed a diversified strategic weapons delivery system, but it is based on ICBMS, although these are not identical to the American vehicles. Current series of ICBM'S employ MIRV, and can strike at several targets per missile. They also employ a new guidance system that allows delivery of weapons accurately enough to destroy a minuteman underground in its silo. This ICBM system is supplemented by the scrag space missile system. The scrag may be employed in two ways. First, it can be launched into orbit, and called down on any orbit. This would put a lot of pressure on possible targets under its orbit, and provide little if any warning time on the orbit of attack. Second, the scrag can be used on its first orbit, as a fractional-orbital ballistic delivery system. This would cut warning time to the point where command reaction is impossible, because it would take several minutes to detect the attack and relay the message. Combined with the new guidance system, the scrag would permit a first strike to destroy the minuteman force.

The Soviets also employ extensively heavy and medium bombers and it is believed that these have a highly developed stand-off missile capacity. Soviet strategy has long called for these aircraft to be used against ships as well as cities, and they constantly fly over all detected units of the U.S. fleet.

The Soviet Union has the largest submarine force in the world, with heavy emphasis on hunter-killers to intercept U.S. Polarus subs. Combined with a Satellite Detection System for submarines, there is at least a potential for a successful first strike against the Polarus force.

Also, both conventional and nuclear submarines include classes which launch missiles, both IRBM (Polarus) types and cruise missiles. The Soviet surface fleet is largely new construction and with heavy emphasis on high speed missile ships that launch cruise missiles. These missiles, up to 200 miles in range, are of a type unused by the West, and employ several guidance options to render countermeasures difficult. Hundreds of missile firing pa-

trol craft have been deployed in Soviet and Soviet Allied Navies. These patrol craft are a great danger to the U.S. Fleet, particularly in in-shore waters.

The Soviets have extensively deployed an ABM (anti-ballistic missile) system to intercept any U.S. vehicles that survived a first strike. It is based on HANE (high altitude nuclear explosion) effects. This system was developed by violation of the nuclear test moratorium in 1962-3, and upon development, the Soviets signed the Test Ban Treaty to prevent a similar U.S. development. Basically, the electromagnetic effects of the ABM destroy or neutralize all incoming nuclear warheads at high altitude with relatively no effect on the ground below. This effect persists for at least a short time for several thousand square miles. Warheads aimed at vital targets can also be intercepted on a point-to-point basis by the same ABM system. This system is already moderately deployed and rapidly expanding.

Supplementing the missile defense system is the air defense system of interceptors, surface to air missiles and AA guns for defense against attack by aircraft of the U.S. and its allies. It is interesting to note that while high speed low altitude delivery by aircraft would probably be the most effective method of delivery in the face of red defenses, American strategic bombers are no longer maintained on an alert basis.

Soviet strategic space missiles, ICBMS and sea-launched missiles are supplemented not only by bombers, but by land based IRBMS. (Intermediate Range Ballistic Missiles). These systems are primarily for use against Europe or China.

The Soviet Union considers the use of biological and chemical weapons as efficient, and every major unit of the Soviet Army has specialized B/CW units integrated into it. Electronics warfare also appears to be receiving extensive attention. The Soviets have concentrated on developing large numbers of simple, reliable equipments. Many Western analysts consider the tanks that they replaced in the 1956-7 season to be superior to American tanks today. Also, the giant Soviet Army places a high emphasis on mobility, and nearly all land based tactical missiles and electronics equipment is vehicular

mounted. In fact, one series of ICBM is railroad mounted, although it is not known how many of these are deployed. The state controlled system of education results in most military men having a career status.

Developmental systems are highly secret, but there has been shown to be great emphasis on space weapons, missiles of all types, aircraft and special weapons. The Soviets appear to believe that first strike capability is possible, that missile defense is practical, and that these things are desirable.

An Electronic Air Defense System

The lions share of Soviet strategic weapons depend upon missiles or aircraft for delivery. Yet the HANE ABM system cannot be developed without atmospheric nuclear testing, a violation of the treaty. Point-to-point ABMS are expensive, and of limited application against ICBMS with electronics devices or against space missiles. Are there any alternatives to being without effective defense, violation of a treaty or the prohibitively expensive point-to-point ABM system?

Nuclear weapons (and chemical or biological weapons also) must be physically delivered to their targets at a finite speed, for practical purposes at something below 20,000 miles per hr. Interceptor missiles cannot exceed this speed by very much if at all, and upon launch, they are lost. Each ABM lost is a very large amount of money, but multiplied by the number of targets and the number needed for backups, it becomes nearly, if not in fact, impossible to finance them. However, an electronics air defense system would employ electromagnetic beams that travel at the speed of light, and the system could be re-used thousands of times in the same hour if necessary.

Technically, at least one electronic air defense system is practical at this time. It would employ the so-called plasmoid effect, so named because it creates a small area where matter is "heated" to the state known in physics as plasma. Two beams of microwaves from two antennas are focused at one point, so arranged that they reinforce each other. At short distances, this causes an effect commonly known as artificial lightning at that point. Now, with the development of coherent energy transmitters, known as lasers at light frequencies, or masers at the microwave band, the range at which this plasmoid effect can be produced is greatly extended.

Now, if this weapon were integrated with a tracking system, it could intercept an incoming missile in a fraction

of a second allowing another fraction of a second for transmitter recovery, the system is almost instantly ready to re-use.

Unlike psychological deterrent based on the use of thermo-nuclear warheads against whole notions, this is a real deterrent (e.g. ability to stop the enemy) that is directed solely at his military machine.

Now this device is not of a sort nor a range that would be particularly useful as a long range offensive weapon, but it would also serve as an electronic defense against such long range electronics weapons if the Soviets were to develop such systems in the microwave bands. At present states of weapons technology, it would greatly assist in rendering a successful first strike impossible, and probably prevent an enemy from even trying, knowing in advance it would be unsuccessful. Finally, it would re-orient American defense thinking along the primary line of responsibility of a defensive Armed Forces - the ability to stop the enemy from successfully attacking the citizens of the country. Because no new technology is required to develop the system, it should be possible to do so in a relative short period of time - hopefully before the Soviets fully deploy their present weapons systems.

ETR 3 L, Sidney Trevethan USN
OE Division USS Waddell DDG-24
FPO San Francisco, California 96601

Convention in California

August 17-18 is the time for the 1st annual wargaming convention for the state of California. Sponsored by the up and coming Spartan Wargamers, the convention is open to all who have the wherewith-all to make the trip to North Long Beach, California. National President Russell Powell requests advance reservations; those that respond prior to the August 12th deadline will be in free. Those not reserving in advance will be charged at "the door."

Housing and food must be taken care of by each participant although the Spartan Wargamers can certainly be of assistance if you write to their home office; 5820 John Avenue, Long Beach, California.

If the size of their newsletter, the largest of all club newsletters, is an indication of the scope of the convention, you can expect a really big show on the west coast.

Praetorian Guard Evaluation Test

by Charles Hoch

While Mr. Hoch was organizing the "Test" (see previous issue) he was already compiling the results of the PGET Survey he had sent to wargamers at random. Of the 104 Surveys sent, 65 were returned with the interesting results reprinted below.

The question is given on the left and the question results in percentages on the right. The percentages represent the fraction of the total who answered the question.

(A)	A	B	C	D	E	NONE
1. I am ____ years of age. a) Under 12 b) 12-14 c) 15-17 d) 18-21 e) Over 21	0	18%	46%	25%	11%	X
2. I have played Avalon Hill wargames for ____ years. a) 1 b) 2 c) 3 d) 4 e) 5 or more.	10%	11%	30%	11%	38%	X
3. I have played Avalon Hill PBM wargames for ____ years. a) 1 b) 2 c) 3 d) 4 e) 5 or more.	59%	14%	13%	3%	0	11%
4. At present I am playing ____ wargames by mail. a) 1 b) 2 c) 3 d) 4 e) 5 or more.	20%	16%	8%	10%	27%	19%
5. I usually play ____...face to face. a) 1 or more games every week b) 1 game every 2 weeks c) 1 game every 3 weeks d) less than one game every month.	46%	19%	14%	21%	X	X
6. I have been a member of ____ PBM clubs. a) 1 b) 2 c) 3 d) 4 e) 5 or more.	14%	63%	18%	3%	2%	X
7. I have won ____...approximately. a) more games than I've lost b) as many games as I've lost c) less games than I've lost d) no way of telling.	65%	25%	3%	7%	X	X
8. I am presently attending a _____. a) High School b) Grade School c) Junior High School d) College e) None.	57%	2%	13%	18%	10%	X
9. My grades in school are usually ____s. a) A b) B c) C d) D e) F	33%	51%	11%	3%	0	2%
10. The subjects I prefer would be placed under the heading of _____. a) Humanities b) Social Sciences c) Bus. & Econ. d) Science e) Math.	18%	42%	0	20%	12%	2%
11. I think age plays a more important part in wargaming than experience. a) Often b) Sometimes c) Seldom d) Never	0	32%	43%	25%	X	X

(B)

NOTE: In this section, the top three percentages are listed, and the others combined.

1. The AH game I consider most complex is... Jutland-27%, Blitz.-68%, Guadalcanal-3%, Others-2%.						
2. The AH game I consider most difficult is... Blitz.-41%, Jut.-28%, Guad.-13%, Others-18%.						
3. The AH game I consider most unbalanced is... Stalin.-33%, Bulge-19%, Gett.-14%, Others-34%.						
4. The AH game I consider most historically accurate is... Jut.-33%, Guad.-16%, Bulge-11%, Others-40%.						
5. The AH game I consider to be the easiest is... AK-21%, Tactics-16%, Bis.-16%, Others-47%.						
6. The first AH game I possessed was... Tactics-18%, Gett.-14%, AK-13%, Others-47%.						
7. The AH game I acquired most recently is... Jut.-33%, D-Day-16%, Waterloo-13%, Others-38%.						
8. I find the price of AH games and the <u>General</u> _____ a) Cheap b) Reasonable c) Expensive d) Outrageous e) Robbery	A	B	C	D	E	NONE
	0	39%	46%	8%	7%	X
9. When I play AH games I usually play the _____. a) offensive b) defensive c) doesn't matter.	23%	10%	67%	X	X	X
10. I play better defensive than offensively. a) Often b) Sometimes c) Seldom d) Never	14%	67%	16%	2%	X	X

(C)

1. In my daily life, wargaming is... a) Very important b) Moderately important c) A hobby d) An intellectual exercise 24% 28% 34% 14% X X
2. I ___ create my own game variants so as to balance play. a) Often b) Sometimes c) Seldom d) Never. 5% 33% 41% 21% X X
3. If my opponent makes a mistake, I ___ will let him correct it. a) Often b) Sometimes c) Seldom d) Never. 33% 44% 18% 5% X X
4. I ___ prefer to take the side which is favored to win. a) Often b) Sometimes c) Seldom d) Never. 8% 62% 27% 3% X X
5. In WWII games, I prefer to play the... a) Germans b) Americans c) Doesn't matter. 32% 3% 65% X X X
6. I ___ make careless mistakes on my PBM pads. a) Often b) Sometimes c) Seldom d) Never. 5% 32% 44% 7% X 12%
7. I consider ___ to be the most important element in AH wargaming. a) Intelligence b) Experience c) Choice of sides d) Confidence e) Luck. 33% 63% 0 0 5% X

Jutland Play-by-Mail

by Richard C. Giberson

They said it couldn't be done--so here it is: How to play JUTLAND by mail. That reminds us of another saying, "Why be difficult, when with a little more effort you can be impossible." The impossible follows.

Actually JUTLAND by mail is a better game than JUTLAND in person, at least in a year or so you will probably finish a game (has anyone ever finished a game of JUTLAND?) This article will deal with the mechanics of play, having the basic game primarily in mind. A succeeding article will adapt the various advanced and tournament rules to the Pbm format.

Search Procedure

We start the game using a scheme similar to the solitaire game. Players agree beforehand on a mailing date for their initial moves. The German player (GP) prepares, in duplicate, an initial move. This move is to end with his showing himself in one or more of the shaded squares. The British player (BP) prepares six sweep patterns as in the solitaire game. To save sheets it is suggested that colored pencils or other scheme be used to separate the patterns. These sweep patterns are also to be prepared in duplicate. The BP numbers his six sweeps in any order he chooses, not necessarily the order of the solitaire game. A copy

of the initial move is mailed by the agreed date to the opponent.

Each player then compares the GP fleet moves with the six British sweeps in numerical order. The first one to result in a contact is then used for the subsequent play. If no contact was made the GP selects the British sweep plan he wants to use, adjusts the time scales and notifies the BP.

Subsequent search calls can be made quite nicely using post cards. Since search is simultaneous the players merely agree on mailing dates (like every Friday). Eventually Battle will be joined. Remember, according to the GENERAL, (Sept. -Oct. '67) all TF's have to be called out.

Battle Procedure

The PBM modus operandi is as follows: When Battle has been joined players simultaneously mail their initial set ups then:

1. Black Moves first.
2. Blue moves and fires.
3. Black fires and moves.
4. Repeat steps 2 and 3 as needed.

Since firing is really simultaneous this method is valid and saves an extra exchange of letters.

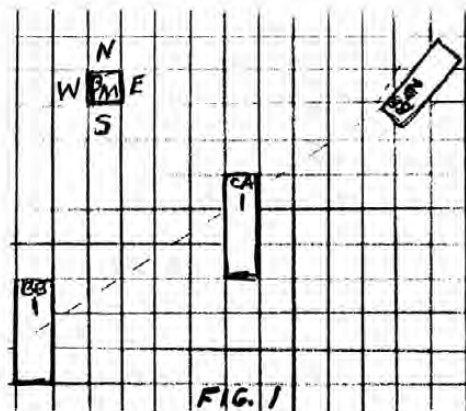
Maneuver - To locate ships on the "battle board" use quadrille paper (ruled in squares 1/4 in. on a side).

There were entrees from 18 States, but with the majority from California and New York. Each entree 14 years of age and under, only 10% thought age sometimes plays a more important part than experience in wargaming. 60% thought it seldom played a more important part, while 30% thought it never played a more important part than experience.

Take a close look at the results of question seven, Section (A). If 65% have been doing all the winning, whose been losing? It is interesting to note that many wargamers appear to possess aggressive tendencies. Question Nine in Section (B) and question five in Section (C) reveal that offensive tendencies far outdistance the defensive tendencies. In question eight, Section (B), many people put down two categories on their test sheets saying that the games were priced reasonably or expensively, and, that the General was outrageously priced and for some, robbery.

Charles Hoch
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San Diego, California 92110

To those who feel that *The General* is overpriced, you must take into consideration the fact that there is no outside advertising (which usually makes up 60% of space in other magazines). In addition, the number of subscribers also has a bearing on the pricing structure. It is almost as costly to print 1,000 as it is to print 100,000 since the greatest expense is in typography, pasteup and plate-making set-up costs. However, once we get the subscription rolls up over that 50,000 mark, we'll be able to pass along a savings to you. So, spread the word... right now we're 48,721 short.



The Battle Marker is placed at coordinates O, O. All locations are relative to this location--see Figure 1. Each ship is presumed to occupy 3 squares whether in the horizontal, vertical or diagonal plane. A ship's location is

given by listing the square on which its bow is and the direction which the bow is facing. Thus in Fig. 1 BB1 is at S6W2/N and BB2 is at S1E8/SW. Each square is one movement factor. A turn is executed by moving one square in the direction of travel and then turning 45° in either direction. Remember you always move first and then turn. Those familiar with U-BOAT will recognize this method. The JUTLAND rules for permissible turns still apply. We must make one sacrifice of realism in the interest of "playability" - a move in the diagonal direction counts the

same as a move in the horizontal or vertical (though technically the distance is longer).

Firing - Table I lists the various firing ranges and other pertinent distances adapted to the 1/4 in. square format. Some adjustments from the actual JUTLAND game were required but in general Table I is fairly close to the Range Finder. The distance between ships is conveniently measured by a clear plastic rule of at least 6 inch length, 1/4 inch being equal to one square. Range is to be measured from

the mid-points of the centermost squares of the ships. To avoid controversy the distance can always be calculated as the hypotenuse of a right triangle. In Fig. 1 the range between BB1 and BB2 is 13 "squares." However, the presence of CA1 precludes the BB's from firing at each other.

Initial Battle Board Placement - Since movement into the battle square is from a hexagon pattern and ship locations are to be given in rectangular coordinates some conversion is necessary. Table II gives the permissible grid coordinates for ships entering the battle board from each of the six directions. Note that this places some ships at various movement factors from O,O but that is really of no particular consequence. Note also that this Table limits the maximum distance between lines to the confines of a single hex square--an obvious requirement of a single TF assumed to be in a given square. This requirement however, was not spelled out in the JUTLAND rules. Entrance to the Battle Board at night presents special problems (or had you noticed) Table II also lists the squares for nighttime usage. Note that the number of permissible lines of ships is severely restricted in this case.

Basic Game Gunnery Results Table - Let "sales-in-hundreds" of 1-6 remain as is and let 7 = 1, 8 = 2, 9 = 5 and 0 = 6.

Order of Battle Sheets - It is suggested that Order of Battle sheets (similar to regular play-by-mail pads) be prepared for Battle use. A description of these is shown in Table III and IV. Locations and movements are given on one side (III) and Battles on the other (IV). The Battle side is similar to land Battle games but somewhat simpler because no advance column is needed. The location side gives the location prior to the move as well as at the end of the move. Also for convenience the current movement and combat factors are listed (Tournament Game).

Conclusion

Obviously if engagements occur in more than 1 search area at the same time they may be carried on simultaneously merely by identifying the separate TF's. Also note that locations of all ships in a line do not have to be given, if they are head to tail, just list the Flagship number they are following and position in the line. Thus in Table III Agincourt is in Task Force I and is Flagship 1 (I-F1). The Ajax is the second ship in the line and is designated I-1,2. If the Agincourt was BB1 of Figure 1 then the location designation of Ajax would be S9W2/N.

Richard C. Giberson
1422 Agnes
Richland, Washington 99352

TABLE I

FIRING RANGES for PBM JUTLAND

JUTLAND Range Finder	No. of Squares of PBM Grid
Below 3,000 Daytime Hits	4 or less
Maximum Nighttime Sighting Range	8
Maximum CL, DD Daytime Firing.	12
Above 16,000 Daytime Hits from	18
Maximum BB, BC, B Daytime Firing.	24
Maximum Daytime Sighting Range	30

The ratio is not constant but is adapted for convenience.

TABLE II

GRID COORDINATES ALLOWED FOR INITIAL FLAGSHIP PLACEMENTS

DAYTIME	Flagship Locations	Bow Facing
Enter From		
NE- N13E21, N14E19, N15E17, N16E15	N23E1	SW
E- (all E21) N12, N10, N8, N6, N4, N2, 0, S2, S4	S12	W
SE- S13E21, S14E19, S15E17	S23E1	NW
SW- S13W21, S14W19, S15W17	S23W1	NE
W- (all W21) N12, N10, N8, N6, N4, N2, 0, S2, S4	S12	E
NW- N13W21, N14W19, N15W17	N23W1	

NIGHTTIME

NE- N3E3, N4E2, N5E1	-SW	SW- S3W3, S4W2, S5W1	-NE
E- N2E4, OE4, S2E4	-W	W- N2W4, OW4, S2W4	-E
SE- S3E3, S4E2, S5E1	-NW	NW- N3W3, N4W2, N5W1	-SE

TABLE III

Day	Hour	Turn	OPERATIONS FOR BRITISH NAVY			Date
Bow Dir.	Type	NAME	TF-F, L	Destination	MF	CF
S6W2/N	BB	Agincourt	I-F1		9	14
I-1, 2	BB	Ajax			8	12
		etc.				

TABLE IV

Battle Turn	BATTLE PLAN FOR BRITISH NAVY			Date
Stock Date	for Resolving Battles			
No. OFFENSIVE SHIPS	DEF. SHIP	Odds or Gunnery F.	STOCK	RESULT

- 1.
- 2.

Nuclear Psychology & Facts

by William B. Searight TM1(ss)

As leading Petty Officer in charge of the missile launching division aboard the F.B.M. Submarine Von Steuben, Searight attempts to explain a few of the misconceptions concerning man's knowledge of nuclear power.

From man's ancient past until modern times, the human race's psychological outlook has not changed much except in applying a few more coats of veneer to his civilization.

The human race is still basically the same in that, what he does not understand, he either fears, tries to rationalize, or if that fails, to ignore it. More than likely he does the first and last and lets the mass news media explain the rest for him.

In today's fast pacing world, nuclear power, (both for peaceful purposes and warfare), is being forced onto our conscious mind whether we like the idea or not. People today, as a mass, are almost totally ignorant about the basic facts concerning nuclear energy. The reason being, it is felt better to beguile the ordinary man so as not to dredge up his basic fears on what happened in Japan during World War II. It is better, rather, to play down, cover up or utilize paraphrases such as "thermonuclear devices" than educating the people to the basic facts.

When was the last time you ever read or heard the phrase "Atomic bomb"? This phrase psychologically effects the average man with envisions of deadly radiation, mushroom cloud, etc.

Here are a few questions:

1. Do you go to the beach to get a suntan?
2. Drink milk or water?
3. Eat seafood, fresh vegetables?
4. Wear a wristwatch with a luminous dial?
5. Had an X-Ray lately?

Then here are the facts. You are in contact and absorb more radiation than I would, even though I am in close proximity to nuclear radiation for months at a time while on patrol.

Do the terms alpha, beta rays sound ominous? Not really, because they travel very small distances. Your skin and clothing would stop them and they could easily be washed off with soap and water.

The "Peace-In" at Avalon Hill

Next summer you could be reading a news item like this....

HIPPIES PICKET AVALON HILL

Reporter: Jared Johnson

The Dow Chemical Company was first. Avalon Hill was second. The new movement started one day as a group of ragged, long-haired individuals were shoplifting in a well-known department store not far from Greenwich Village.

"Hey, man! Look here!" said the leader of this small band of hippies as he brushed the lice out of his hair. "How does this grab you? Here's a company that specializes in putting out war games. Realistic war games. Re-enact all the misery and atrocities of past historic conflicts."

"It sounds immoral to me," said the boy girl thing standing next to him her it. "What right have they got to capitalize on the death of hundreds of thousands of human beings....just like us??"

"You're right," said another. "Let's peacefully burn the AH company to the ground."

"NO!" shouted the leader. "I've got a better idea. We'll picket! We'll start a protest march....against the Avalon Hill company."

It didn't take long to organize a small mob of other hippies who had nothing better to do than catch the next freight down to Baltimore.

The next day started out as a normal day at the AH company. Kenneth Johnson, Sales Manager, was busy processing the avalanche of orders for the latest AH game. Subscription Lady Gertrude Zombro, was busy reading letters from subscribers who had received their last issue of *The General* a month late, not to mention torn and mangled by the U.S. Post Office. Suddenly there was a violent commotion

outside and a rock came sailing through the window. A quick glance outside revealed the source. Surrounding the Avalon Hill Company were some several hundred hippies, dressed in their usual way-out attire, and displaying such signs as: "PRESIDENT SMITH IS A WAR MONGER!" "AH SUPPORTS THE WAR IN VIETNAM AND ALL FUTURE WARS!" "AH GLORIFIES WAR!" "AVALON HILL KILLS CARDBOARD COUNTERS!" And, "WE LOVE YOU!"

"We have your building surrounded," shouted the leader. "And we aren't going to let anyone through. We've cut the telephone lines and nobody will be able to place orders. Your company will go bankrupt and the cause of justice and hippie morality will triumph again! And, if anyone tries to help you, we'll break his neck!!!"

"Call the police. Call the FBI. Call the President!" suggested Ken Johnson.

"No phone," said Ed Adams. "Besides, I've got a better idea. I'll suggest to them that we settle our differences peacefully....over a game board."

And so the suggestion was made, and a temporary truce was called. The mob of hippies surrounding the building lay down their picket signs, their flowers, and their knives, clubs, and chains. The hippie leader picked five fellow hippies to assist him in the challenge. Inside, the Bulge board was being set up.

The small band of hippies entered the AH game-testing room and gathered around one end of the table. "Are you familiar with this particular game?" queried Adams.

"Sure, man," said one hippie. "We use your game boards for wallpaper."

"Yeah," added another. "We hide our sugar cubes inside your games. We use magic marker and the fuzz mistake them for dice."

"Fine," replied Adams. "Let's get underway." AH made the first move as the Germans. A few minutes and several U.S. counters were in the dead box.

"Now what do we do?" asked the head hippie surveying the board.

"Nothing," said the head of hair to his right. "We don't move anything. We'll just let our units sit. Peaceful co-existence. Non-violent resistance. That's the answer to everything!" The other hippies nodded their approval.

"Groovy," sneered the head hippie

You may have read magazines and books written about the effects of radiation on survivors of Hiroshima and Nagasaki. Don't believe all that trash. They were written to capture your interest for money sales because a dull book just wouldn't sell very well.

William B. Searight TM1(SS)
U.S.S. Von Steuben SSBN632(G)
F.P.O. New York 09501

at Adams. "Your turn." Several minutes and several die throws later a lot more U.S. units were eliminated, and the Germans occupied Bastogne.

"What now?" asked the leader.

"Move back."

"Retreat."

"Run for your lives!"

A quick scrambling of several grimy hands and all of the U.S. units were retreating for the Meuse with the German army right behind them. A few minutes later the game was over. There was not a U.S. unit on the board.

"What did we do wrong?" puzzled the head hippie.

"Dunno."

"The game is over," said Smith. "Now keep your word and get your mob out of here."

"Sure, man. We hippies always keep our word." And they shuffled dejectedly out the door.

"What do we do now?" asked one of the hippies outside. "We need a new cause."

"Well," said another. "The pentagon is a mere sixty miles away or we can go have a love-in on the White House lawn." This brought a rousing cheer from the group and soon the band of hippies were off on another trip.

Back inside the AH company was back to work. And wondering. Wondering how the course of history might have changed if hippie philosophy had been influential in the past. His eyes ran over the collection of AH games lined up on the shelf. Gettysburg, D-Day, Midway.....

Official Avalon Hill Game Clubs...

The clubs listed below supplement the initial listing made in the Jan-Feb 1968 issue. Due to space limitations, we have not repeated any prior listings although many have forwarded us updated information. The purpose of this listing is simply to provide basic information to those readers looking for new clubs.

CLUB	PRESIDENT	MEMBERSHIP	CLUB	PRESIDENT	MEMBERSHIP
Military Province of Vestavia 2017 Chambers Drive Huntsville, Alabama 35811	Wm. J. Schrenk	7	Red Forces 18090 NW Avalon Drive Portland, Oregon 97229	Bill Dobbins	17
Schwerpunkt 619 Leo Drive Santa Rosa, California 95401	Steve Forkelson	8	Gernish Empire 1822 Soles Street McKeesport, Pennsylvania 15132	Ron Kinlough	3
Brock's Militia 615 Islington Avenue N. Islington, Ontario, Canada	Keith Ottaway	7	IFW 2249 N. Broad Street Philadelphia, Pennsylvania 19132	Scott P. Duncan	35
Bavarian Guard 288 Spring Street Naugatuck, Connecticut 06770	Bud Bilets	6	Imperial Lancers (SAC) 57 Cranberry Street Johnson City, Tennessee 37601	Ronald Gorland	7
The 5th Reich 239 Robin Road Russell, Kentucky	Kevin H. Dobyns	6	Gestapo 1708 Larkspur Drive Arlington, Texas	Greg Pitts	-
The Eliminators 2541 Gregory Road Benton Harbor, Michigan 49022	Delmar C. Lange	4	International Task Force 4608 Holt Bellairre, Texas 77401	Eric Riedl	20
Third Reich 114 Pierce Street Buffalo, New York 14206	Carl Pawlak	26	The Iron Brigade 1548 Cameron Crescent Drive Reston, Virginia 22070	Stephen Tang	3
Reichswehr 109 Heather Lane Camillus, New York 13031	Mark Peters	8	The ESS 6521 100th Tacoma, Washington	Steve Wise	6
33rd Panzer Lehr Division 115 Hillton Boulevard Canfield, Ohio 44406	Dan Richardson	7			
Infantry Regiment Gross Deutschland 214 Waterford Centerville, Ohio 45459	Scott Hennes	7			

Togetherness for the Confederates

by Alvin Files

All in all, articles in the General about Gettysburg '64 (square grid) have been few and far between. All the articles I have seen have dwelt on the basic imbalance of the game which would allow a mediocre Union player to defeat a good Southern player. I am not offering a perfect strategy or a sure-fire plan to win. I am offering some advice that in my opinion will at least put a little action into the game and with a little luck it will allow the Southern player to beat the Union armies quite often.

After watching a few Gettysburg games around here I have found the mistakes which lead to the Gray loss. As the game starts the Rebel player, seeing his supposed inferiority, rushes at the Union forces, trying to defeat the North before ample reinforcements arrive for Meade. The Union player merely yawns and moves far over to his side of the board. By the time the South gets to the Blue lines the Union forces far outnumber the Southern forces and the Southern forces, lacking cavalry -- split up due to the staggered arrival of help, find themselves soundly trounced before they know what hit them.

My advice is simple. Looking at the time record card you see that the South can easily delay his attack until the second half of the game and still have ample time to wipe out the Union units as per the victory conditions. Now it becomes clear what the South should do. They wait on their side of the board until all their units have arrived, including the cavalry. Then the South puts his 4-2 units in the middle of a long east-west line. Arty units are linked with the 4-2's. 3-2's are placed behind the 4-2's to act as a reserve. Cavalry is put on the flanks to prevent Union units from sneaking past. Then the Rebels advance southward destroying the Union forces. Union counter-attacks are easily defeated. The biggest danger to the South is 3-1 exchanges. By keeping on the offensive the Confederates can double and sometime even triple their attack factors. After the Union commander learns of this strategy he will probably set up defense positions on the ridges to the east. This will hurt the Rebel attack but by skillful maneuvering he can win and he will always give the Blue commander a run for his money... Alvin Files, 630 W. 16, Ada, Okla. 74820.

Club Registration

All Avalon Hill clubs are urged to register officially with The General. Those who have registered previously need only to complete the form in the event of an address change.

Club Name

Mailing Address

Name of Newsletter or Mag. (if any)

Total Membership

President's Signature

(Check One):

☐ This is a first time registration

☐ This is an address change registration.

Question Box

Jutland

Q. Since each player must call out the square in which he has ships, why was the Air Recon rule included?

A. This rule was to be used in conjunction with a three-player version of the game. In that version (also suitable for play by mail) a third player - the referee - receives the moves from both players and compares them to determine if contact is made. Players need call out squares in which they have forces only if they desire to do so. Thus the air recon rule becomes very useful to the Germans.

Q. How do you determine the firing odds when there are a number of ships firing at a single target from various ranges, some doubled, some not?

A. Fire ships in groups according to their ranges.

Don't forget to vote on what are the three best articles of this issue...record your votes where provided on the Contest Entry blank.

Subscriber Discount...

The Coupon shown below is for the benefit of the full-year subscriber. As soon as you have accumulated 4 such coupons, 1 each from this and succeeding issues, you are entitled to a \$1.00 discount applied to the purchase of any Avalon Hill games, parts, play-by-mail equipment and the General.

Here's how it works

Each coupon is worth 25¢. But one coupon alone does not entitle you to a 25¢ credit. You must accumulate 4 different coupons before taking advantage of the \$1.00 credit. When you have accumulated 4 coupons, then you clip them all together and send them in with your order for an Avalon Hill game. When ordering in this manner, you simply send us a check or money-order for \$1.00 less than the usual retail value of the game.

25¢

25¢

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PRODUCTS

JULY-AUG. 1968

OPPONENTS WANTED ADVERTISEMENT

Please print or type your advertisement on the spaces provided below, maximum (including your name and address) 35 words per ad.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35 WORDS

All ads are inserted as a free service to full-year subscribers. Only one ad per subscriber per issue is allowed. Ads will not be repeated from issue to issue, however, subscribers may re-submit the same ad, or new ads, for each succeeding issue. Ads received after the 15th of the month preceding publication will appear in the following issue. No ads will be accepted unless printed on this form.

Contest No. 26

In honor of Avalon Hill's 10th anniversary (May 1958-68), we focus this month's contest on their very first commercially produced game - Gettysburg.

You are the Confederate commander attacking the Union divisions of Williams and Schurz. The object is elimination of these two divisions in this battle for control of Seminary Ridge just south of town.

On your Operations Sheet, specify the exact battle breakdown in the order in which they are to be resolved. Secondly - specify the battle odds and - finally - to resolve combat, select a stock for each battle to act as the die-roll in the manner similar to the Play-by-Mail games.

The judges will consult the Sales-in-Hundreds column for the closing N. Y. Stock Exchange transactions of Monday, August 12, 1968 found in Tuesday morning's paper. The last digit of the Sales-in-Hundreds column for each Stock selected will be matched up against the Blitzkrieg Basic Game Attrition Play-by-Mail Table for result of combat.

In case of ties, winners will be those who have specified combat in the optimum tactical manner quoting correct battle odds accordingly. All entrants must list what they personally feel are the three best articles in this issue. This selection has no bearing on the contest results but entries not containing this information will be voided.

Operations Sheet

Select Stock from this Group

Ampex	Goodyear	Polaroid
Chrysler	I. B. M.	White Motor
Food Fair	Korvette	Zenith

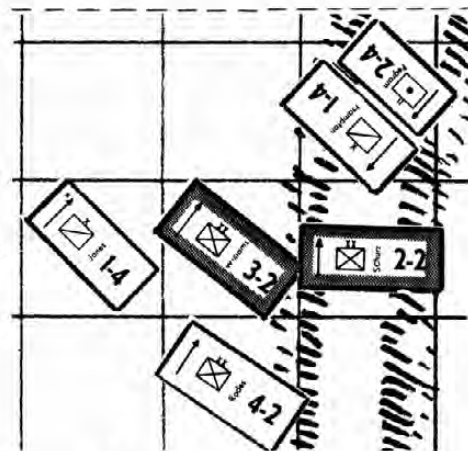
ATTACKING UNITS vs DEFENDING	ODDS	STOCK
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Name _____
Address _____
City _____ State _____

Headlines of 3 Best Articles:

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MECCA: the front door of Avalon Hill's business office. To those of you who are planning a vacation trip, feel free to drop in on your way through. Because of the secretive nature of much of our printing especially involving government work, Avalon Hill must limit guided tours to Tuesdays, only, between the hours of 8:30 AM and 11:00 AM. Any other time we will, of course, be glad to talk to you briefly but could not show you around.

Letters to the Editor...

Sirs,

I would like to comment on Michael Paluszek's article "Aftermath of Victory."

First let me say that I agree that "the actual positioning of your units immediately after battle is extremely important." The reason being very simple, positioning, both pre-battle and post-battle is the essence of wargaming as it is in chess. Or to go even another step, positioning is wargaming. The results of the battle or for that matter, the results of the game depend on how skilled you are at positioning on both a tactical and strategical basis.

There is no game in the AH collection in which you can ignore positioning against a competent opponent and still be victorious. Because of this, the realization that a degree of skill in this fundamental is necessary, becomes quickly apparent.

LCPL C. D. Ohlson, U.S.M.C.

Dear Sirs:

One aspect of historical gamesmanship that seems to be neglected is that staple fodder of other media, the romantic lost cause. We're fascinated by the wistfulness of might have been, either in history or our private lives. The twist of history is one of the most popular of devices in sciences fiction.

Perhaps we see some sort of cosmic juxtaposition between the destiny of nations and our own private Gettysburgs. "If Santa Ana had held on to Texas, I'd never been sent to Fort Bliss. Subsequently, I'd never met and Married Petunia Ann.

So why not produce a series of lost cause games where history can sometimes be reversed? For the liberal trade, a game based on the Spanish Civil War. NO PASARAN! For the conservative, one based on the Russian Civil War. What rightist could resist a game called BEAT THE RED ARMY?

For the Irish, real or ersatz, there's always dear, old EASTER MONDAY. And for the romantic, regardless of ethnic or political leanings, there's

always the struggle of the outcast Stuarts to regain the throne of England. BONNIE PRINCE CHARLEY.

And for the hard-nosed heretic, how about a game that gives the British a chance to win the American Revolution?

I realize that games along this line have been produced before. But... The gimmick would be to make the lost cause a solitary game. In effect, pitting the lonely player against the seemingly inexorable forces of history. Of course, the odds should be weighed so that history as was, wins most of the time. Sometimes Loyalist Spain holds out a little longer, sometimes it collapses after a year, but sometimes...

Jerry L. Watkins
2411 Davenport St. #2
Omaha, Nebr. 68131

Dear Sir:

In a world of Conformity in everything including revolt the Avalon Hill wargamers are the last true individualists left. The clubs spring up to satisfy the desires of each individual group. But all is not well, for the cohorts of evil have entered the wargaming world. Viewing the freedom of the clubs with distaste they decide to force all wargamers to conform to their idea of wargaming. As a screen for their totalitarian activities they confound the clubs with the ideal of a higher level of wargaming, making wargaming more popular than chess, etc. while ending the freedom of individual clubs. A certain neutral club spent well over \$100, reportedly, in subverting the largest club, Aggressor, and presto! You have the Aggressor Homeland (RAH) governed by a high-ranking officer of the original neutral club. Reportedly, certain small clubs have been ordered by this new, neutral or lose their Aggressor treaties. Yes, the new "Reformed" Aggressor sounds like a true champion of the small clubs. Sgt. Squire's letter is a typical example of their propaganda, though in all fairness he probably believes it himself. And Avalon Hill Company now cuts off the only open forum open to the clubs. A better solution to the space "problem" would be to cut out all ads by Sparta, Big Army, Boldlands, and Reformed Aggressor and expanding the ads into the space saved by eliminating letters like Sgt. Squire's and articles like Charles Hoch's. His test would amount to totalitarian conformity even in playing the games for when he said "correct way" he meant "according to the ideas of the judge."

W. P. Guthrie
3130 Laurel Avenue
Cheverly, Md. 20785

The Infiltrator's Report

Riding the crest of a recent upsurge of interest in Management, we've run a series of articles titled, "Is Howard Hughes Just a Myth," in the Wall Street Journal. The requests for brochures far surpassed our expectations...so we decided to take another lil ole look at the game. It astounded us to suddenly realize that the game Management is a portrayal of what is happening in real life today...that of high finance wheeling and dealing and a tremendous leaning towards formation of conglomerates. This is true even in the game industry where, for instance, Parker Brothers (of Monopoly fame) bought out William J. Fuld Company (Ouija Board) who, in turn, were "Acquired" by General Mills. In the meantime, General Mills was also buying out Kenner Products among others. Not to be outdone, chief competitor Milton Bradley has made overtures to Playskool. The advantages of all these mergers are pointed out rather graphically in the play of Management. Among users of this game as a training aid are General Dynamics, IBM, Purdue, Ft. Belvoir and Northwestern. Sun Oil's Dallas, Texas director of Training, Henry S. Mansel, just requested 1,000 sheets of the Management Running Record Pad. (Nice parts business, what?)

While we're name-dropping, the IBM Education Center at Poughkeepsie, New York, recently requested Gettysburg and 1914 for game-simulation studies. Similar requests have been made by the American University for their foreign service institute at Yonsei, Seoul, Korea, according to Paul Myers gaming and simulation instructor.

Even at the risk of losing you subscribers, we must comment on a rival's new look: Strategy & Tactics has done it again; more pages, fresher and broader scope in all areas of wargaming. Edited by former airman Chris Wagner, the latest hard-sell sheet may be obtained from their Project Analysis Corporation office, 50 Fairfield Ave., Albany, New York 12205.

Reflecting the continued trend back to the gaming table is the latest in the "new magazine department." Vol. 1, No. 1 of The Mercenary, with 12 pages and glossy stock, emanates from 6009 Wornall, Kansas City, Missouri 64113. Articles by Sgt. Zocchi, Richard Guten-

kunst, Mark Booy, Jerry Powell among others grace this first issue.

Another new publication, The Armchair General, relegates itself more to wargaming with miniatures. This is a maturely edited magazine on par with Donald Featherstone's Wargamer's Newsletter. Many fine photos and graphics grace this new publication now available from their office at 4936 Powder Mill Road, Beltsville, Maryland 20705. Excellent value here at 50¢ per copy. And, of course, the other excellent value previously mentioned may be obtained from the offices of the Wargamer's Newsletter, 69 Hill Lane, Southampton, Hampshire, England.

Also just out is the Spartan Phantom with their motto, "Candidus Immunitus Publicu" and cover pix presenting a very promising literary approach to wargame editorializing. 60¢ a copy from the John Hall Syndicate, 2233 South Louisville, Tulsa, Oklahoma 74114. Features include another one of those marvelous Survey Questionnaires, plus humorous commentaries on translating wargames, and a Forum where malcontents get their say. Quite interesting reading. Capsule comments on other publications follow:

Panzerfaust, Box 280, RD #2, Sayre, Penna., devoted to all AH games of strategy including LeMans and the sports titles.



Awright, George...have it your way. We'll play Bulge without the Play-Balance rule.

Angreifer Zeitschrift, 631 W. 66th Terrace, Kansas City, Mo. 64113, a compendium of the usual territorial claims and propaganda rationale.

Pacific Northwest War Games Opponents Guide, 3934 S.W. Southern, Seattle, Wash. 98116, valuable in its efforts to organize games with listed subscribers.

Stormtrooper, Room 316, Aroostook Hall, U of Maine, Orono, Maine 04103, combination of the above three with college level vernacular.

The Pennyorker, c/o Panzerfaust, an opponents wanted guide for all gamers within 50 miles of Pennsylvania and New York states.

The Propogandist, 67 Lawlor St., Holyoke, Mass. 01040, bi-weekly newsletter of obvious content.

The Artisan, c/o The Spartan, acts as a clearing house for newly designed amateur games.

Der Armvogel, 954 Kittiwake Lane, Chula Vista, California 92001, a Der Totenkopf SS publication keyed to "17 year olds with 4 years experience."

The Courier, Box 547 Fredericksburg, Va. 22401, influential house organ of nation's largest wargame club, Boldland.

Civil War Times Illustrated, 302 York St., Gettysburg, Pa., highly successful commercial publication dealing with all battles of Civil War.

Wargamer's Newsletter, 69 Hill Lane, Southampton, Hampshire, England, recently upped in production quality...now ranks with the best as an all-around wargame magazine.

Das Schwarz Korps, 16 Oliver St., Hartford, Conn., quarterly containing rules and accessories of one complete game (amateur) per issue.

Bob Olson's Waterloo As it Really Was, was way out in front of the pack of "best articles" in the May-June issue; followed by Michael Paluszak's Aftermath of Victory, Scotty Bowden's Hold the Reins Loose, Peiper; Myron Brundage's Wargamers Clinic; and Mark Booy's spoof entitled Maps of the Coal Age Man.

Avalon Hill enthusiasts at the Naval Academy will get the chance to whoop it up for the Avalon Hill baseball team as they meet Navy August 3rd, 2:30 P.M. at the Academy in Annapolis, Maryland.

The shortest war on record lasted only 38 minutes. It occurred August 27, 1898 between England and Zanzibar. We always said the British should have handled this Vietnam business.

